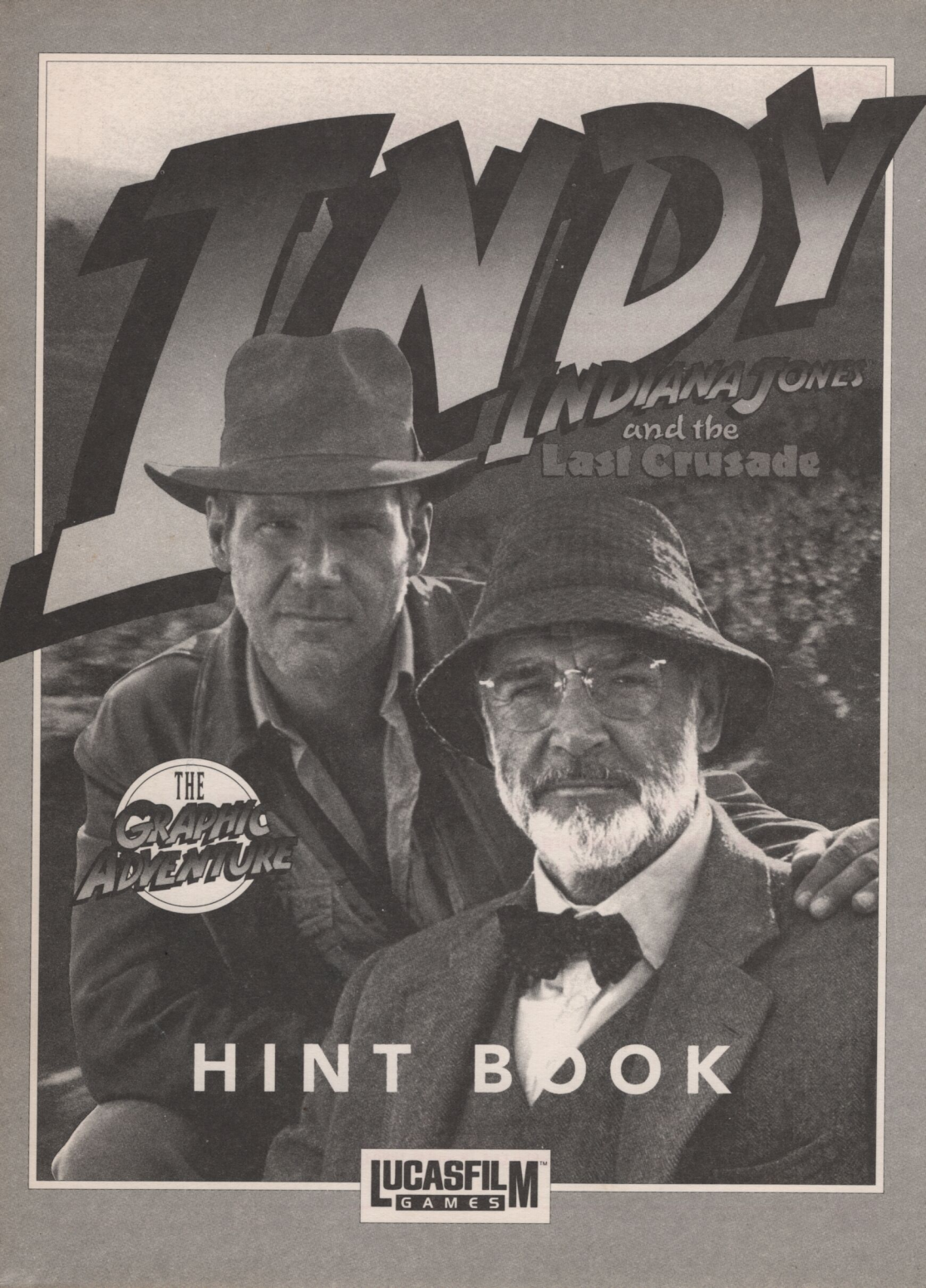
INDY
INDIANA JONES
and the
Last Crusade
THE
GRAPHIC
ADVENTURE
HINT BOOK
LUCASFILM
GAMES

Credits

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Special thanks to Steven Spielberg
Extra special thanks to George Lucas

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Table of Contents

Credits **2**
How to Use the Decoder **4**
Introduction **5**
Main Hints **6**
Game Connectivity Map **38**
Catacomb Maps **40**
Castle Info and Maps **41**
Checkpoints **52**
Checkpoints Map **54**
Zeppelin Maps **55**
Biplane Flying and Fistfighting Hints **56**
IQ Points **58**
Object List **61**
Game Walkthrough **63**

How To Use The Decoder

The decoder, a strip of red gel, is included for your protection.

Without it, you could easily read clues you don't want or need. Which would take much of the fun out of the game.

With the decoder strip, you only read the clues you absolutely need. So you can get yourself out of one jam without taking the fun out of the next one.

Just skim the questions in this next section. Find the one that's stumping you and use the decoder to read the *first clue*. If that's all you need, terrific. If not, read the next clue. And so on.

Introduction

Welcome to the hint book for *Indiana Jones and the Last Crusade, the Graphic Adventure!* We'll have you back on track sooner than it takes to repeat that ten times. That is, if you're a slow talker.

This hint book is broken down into sections. If you just need a little help with a specific part of the game, look through the main hint section. The red overprinting will keep you from finding out more than you want. The castle info and checkpoint info sections give you specific clues and descriptions of those parts of the game, above and beyond the main hints. The maps will help you figure out where to go next, and what you've missed. We list all the possible Indy Quotient points, and tell you how to get them. There's a section with tips on flying the biplane and fistfighting, as well as a list of the objects needed to help you solve the game. Finally, there's a section that walks you through the game, from start to finish, exploring one possible path to the end.

You'll find this game has many possible paths. In order to add variety and keep the frustration level low, it's been designed to allow different solutions to many puzzles. In particular, if you don't like action games, you can choose to talk or bribe your way through the game, and avoid fighting. You can even avoid the Zeppelin, and if you're having trouble lasting long in the biplane, you can still finish the game. If you find yourself stuck in one place, try thinking back and seeing if you can find a different approach.

Finally, you'll also find lots of useful and sometimes critical information in the Grail Diary. The printed Diary that came with your game has several important clues, as well as ten different accounts of the Holy Grail, each with a different description of it. At the end of the game you'll have to pick out the true Grail from among some fakes. The printed Grail Diary, along with some information you'll get in the game, will do the trick. Indy also encounters a version of the Grail Diary within the computer game. Use both the printed Diary and the computer Diary to help you through the game. And enjoy yourself!

Main Hint Section

USA

Where's Indy's whip?

He doesn't need it at the college.

Don't worry; he'll have it when he needs it.

He'll bring it with him on his way to Venice.

What can I do in the gym?

Your manual has some interesting suggestions.

It would be a good idea to brush up on your boxing skills.

Walk to the locker room to change into your boxing trunks.

How can I improve my boxing skills?

Practice, practice, practice!

The boxing coach can give you a wide range of workouts.

See the hint section "Fistfighting" later in this hint book.

What is there to do in the college hallway?

You might want to talk to someone.

Try talking to Marcus Brody, the man with the clipboard.

What should I say to Marcus?

Be inquisitive. Indiana Jones is a curious sort of guy.

Be nice to your friend. There's no reason to be rude to him!

Ask about the geology professor Marcus speaks of. Find out his name. It will come in handy.

What is behind the doors?

The door at the far left by the windows leads outside.

The next two doors to the right lead to classrooms.

Indy doesn't need to go into the classrooms; he's a teacher, not a student!

The door down the short hall next to the gym leads to Indy's outer office.

How do I get past the students in the outer office?

They look pretty angry. Perhaps you'd better calm them down.

A few calming words might do the trick.

Talk to them, and try the third dialog line a few times.

The fourth dialog line (another faculty advisor) could give even better results, if you have the right information.

Talk to Marcus in the hall for some information that will help.

I got into Indy's office, but now the students won't let me back out!

Take a look around before you try to go.

There's always the window.

What should I do in the inner office?

Take a closer look at the various items Indy has collected.

You might try picking up that pile of pape

Be persistent!

There's a very important package underneath the junk mail, letters and papers.

What do I do with the package?

Open it!

This diary will come in handy later. Try "Look Grail Diary" when you are unsure what to do next.

How do I get out of the inner office?

You can go back out the door if you found a way to get the students to leave.

Otherwise, it's a nice day outside. Try opening a window.

Help! I've been kidnapped!

Stay calm, and watch carefully. You'll get important information in this scene.

I've talked to Donovan. What should I do now?

There's a critical item to pick up in the college.

It's in Indy's office.

It's the Grail Diary.

You might also try some travel.

Henry's house might have something of interest in it.

How about an exciting trip to Venice?

What is there to do in Henry's house?

You don't need to visit Henry's house to finish the game.

But there are two useful things you can find there.

One of them is the painting on the wall.

The other is in the chest hidden underneath the tablecloth by the door.

Chest? What chest?

Pick up the plant on the table next to the door.

Now pick up the tablecloth.

That chest.

How do I open the chest?

You need a key.

Unfortunately, Henry hid it long ago.

Fortunately, you can find it.

Try pushing and pulling the furniture.

Push the bookcase.

The bookcase fell over. Now what do I do?

Look at it carefully. What's that dot?

Pick it up. It's a ball of sticky tape!

Look at it. Pretty lumpy. Maybe there's something inside.

How do I unwrap the sticky tape?

Perhaps you can dissolve it.

If only there were some cleaning solvent.

There's a jar of solvent in Indy's office.

Use the solvent with the tape.

What do I do with this small key?

Use it to open the chest in Henry's house.

There's an old book in the chest.

The book could come in handy later.

When should I go to Venice?

There are some items in Henry's house that might come in handy later on.

The only thing you really need to have is the Grail Diary.

Then just select the "travel" verb and the click on "To the Plane to Venice".

VENICE/CATACOMBS

I'm in the library. What should I do next?

There's a way into the catacombs around here somewhere.

The library is circular. Try walking all the way around.

You might find the messages on the plaques entertaining.

Have Indy read his Grail Diary.

Can I read any of these books?

There are a few that Indy might find interesting.

Try using the "what is" verb on the books.

On three of the shelves, you can find individual books you can "pick up".

One is *Mein Kampf,* one is a biplane manual, and one is a catacomb map.

I still can't find any books I can pick up.

OK. Start in the entrance with the man stamping books.

Now go to the shelves on the left, and enter the ones closest to the bottom of the screen.

The biplane manual is in the second row from the bottom, on the far left.

Now go to the left, through the first window room, and to the left shelves, again closest to the bottom of the screen.

Mein Kampf is the single slanted book on the far right, four rows up.

Go one more set of shelves to the left, still at the bottom of the screen.

There's a map of the first two levels of the catacombs in the rightmost book on the rightmost shelf, two up from the bottom.

I don't get it. What do all these numbers on the floor mean?

Henry would know. If only he were here...

Maybe the answer is in the Grail Diary.

If you don't have it in your inventory, you'll have to travel back to the United States to get it.

Take a look at your Grail Diary with the command "Look Grail Diary".

This is the clue you need to find the catacombs.

What does the sketch in the diary refer to?

The entrance room and correct slab will be different in each game.

Look around the library. Do you see anything similar?

It's a sketch of a stained glass window.

But not just any window. Each of the five windows in the library is different in some way.

The entrance to the catacombs is in the room with the window that looks exactly like the one in the Grail Diary.

Which numbered slab should I lift up?

The entrance room and correct slab will be different in each game.

You need to be in the correct room first (see previous hint).

Look at your Grail Diary (computer version). There's more than just the picture.

That mention of columns looks intriguing.

Try looking at the inscriptions on the columns in the room with the correct picture.

There are three numbers on each column. Which one is correct?

First you must be in the correct room (see above).

Your Grail Diary (computer version) can tell you.

Notice the part that reads, "If ye would enter, follow the <number> on the <direction>".

That refers to a number on a column.

For instance, if it says the third on the left, look at the left column in that room, and look at the third number.

That's the number of the slab to open.

How do I open the slab?

You could try "open slab". I presume you already did that.

More leverage. Hmm. Did you see the movie?

There's an item here in the library that might help.

Use the center metal post in front of one of the stained glass windows.

I'm in a tiny pit with no exits. What did I do wrong?

You opened the wrong slab. Try again!

You need to find the room with the picture corresponding to the one in the Diary, and then open the slab with the number on the column indicated in the Diary.

OK, I'm in a room with lots of skulls and three openings. What next?

Pick an opening. Any opening.

One of the books in the library can help you navigate.

You can also just explore. Nothing will hurt you. I think.

If you'd rather not explore, take a look at the map section of this hint book.

What do I do in the room with the two skeletons sprawled against the wall?

Take a look at the skeletons.

The one at the right apparently replaced a missing hand with a hook.

He won't be needing the hook any more. But you will.

Hey. I just saw two red dots in the distance!

Where? I don't see anything.

Wait a minute. Those look like EYES!

RAT EYES!

I hope you're not afraid of rats.

What do I do when the rats attack?

Oh, I wouldn't worry about it... much.

After all, they haven't attacked you... yet. Have they?

And they're probably more scared of you than you are of them... I think.

What about the chamber with a slab I can't lift?

Don't worry about it.

You'll find out the significance of the slab later.

There's a torch on the wall of a room here. But I can't pull it off!

It's held in place by hard, dry, mud.

Perhaps you can change that.

Hard, DRY mud.

If the mud was wet, it wouldn't be hard.

Where can I find some water?

There's a chamber nearby that's full of it.

There's also a fountain on the Piazza where you arrived in Venice.

You'll also need a container.

There was a wine bottle back in the Piazza.

The Piazza? How do I get back up there? Back through the library?

You can't go back up through the library.

But there is another route nearby.

Look at the map section of this hint book.

You can go up through the manhole in chamber number 6.

How do I get the wine bottle?

Go to the outdoor restaurant in the Piazza.

The wine bottle is on the far left table.

The man there seems to have a high opinion of the wine.

Perhaps you should look into deflating that opinion.

Try "Look wine bottle", then pick it up.

Fill the wine bottle in the fountain, or in catacomb chamber 5.

I can see the knight's casket! But how do I open this grating?

You can't do it from this side.

There's another way into the room with the casket.

You have a long way to go.

But now you know what it looks like!

What do I do in the room filled with water?

Those openings below the waterline look intriguing.

But you can't go underwater.

There's a strange object at the bottom with bubbles rising from it.

You'll be able to do something about it later.

Worry about getting that torch first.

How do I get the torch?

First, fill the wine bottle with water (see above).

Use wine bottle with torch.

Pick up torch.

Oops! Sorry.

Ouch! I just fell through a trap door! Where am I?

Don't panic. You're on the second level of the catacombs.

There're a couple of things you'll want to do in this section.

I've found a room with a wooden ladder leading up. Should I climb it?

Why not?

Now you know what the slab was for.

You can get back down by pulling the torch again.

How do I get past the chamber full of water?

Perhaps you can swim it?

No, I guess not. Perhaps you can drain it?

But how can you get to that plug in the bottom of the pool?

Read the next hint.

What do I do with the room with the stone bridge and dripping ceiling?

Crossing the bridge is a good idea.

Have Indy look at the inscriptions in the small room across the bridge.

Take notes. You'll need them later.

Then you can attend to the wooden plug in the ceiling.

I can't reach the plug in the ceiling.

Perhaps there's an item that will help you.

That hook from the pirate skeleton's arm might come in handy.

Use the hook in the wooden plug.

Now you have something to use your whip on!

What is the significance of the inscriptions in the room beyond the stone bridge?

They refer to the printed Grail Diary supplied in your game box.

Find the two descriptions of the Grail referred to in the Diary.

One of these two descriptions is the correct one.

You can find out which one later.

The plug is out. What good is a waterfall?

Looks like a lot of water is draining out from somewhere.

I hope the canals are still there.

Maybe that pool of water on the level above...

Better go back up (there's a room with a ladder next door).

I've found three statues in another chamber. What should I do?

These look archaeological to me!

It's a good time to use some reference material.

Don't those statues look familiar?

Take a look through your printed Grail Diary.

Come to think of it, take a look at Indy's Grail Diary too...

The printed Diary shows the four faces of each of the three statues.

The computer Diary pictures the faces that must be showing to open the door.

It also shows the combination of faces that you DON'T want to reach.

OK, I know what the two Grail Diary references mean. Now what?

Now you have to push a statue to get it to turn.

Pushing one statue may cause a different one to turn as well.

A good method is to start with the statue on the far right.

Push the statue on the far right until it matches the picture in the computer Grail Diary.

Then push the statue on the left until it matches.

Then the one in the middle. The door should open.

I hit the certain death combination!

They just don't build traps these days like they used to.

You've been dropped in the sewer entrance (chamber 6).

Check the map if you're lost.

How do I get across this drawbridge?

Doesn't that chain look familiar?

Didn't you see it on level 1?

It's the same as the one in the room with the strange machine (chamber 7).

What do I do with the strange machine near the empty pool?

Turning on the wheel doesn't seem to do much, does it? Perhaps it's broken.

You'll have to fix the machine.

There is a missing piece that used to connect the mechanism.

It was a rope that held it together.

Use red cordon with machine.

Turn on wheel (the wheel on the right) and the chain will lower.

Turn the wheel only once, or you'll just raise the chain again.

What do I do with the skeletons and niches in the walls that I can't touch?

Nothing. They're only there for atmosphere.

How do I open the door in the chamber with the six skulls?

Better consult your computer Grail Diary.

That sounds familiar - better look in your printed Grail Diary too.

Still haven't figured it out? Try pushing on the skulls.

I pushed the skulls a few times, and lost track of where I was.

Don't worry. Just keep pushing any skull until the door opens a crack and then closes.

Now you can start fresh.

I see the notes to play, but I'm not sure what skulls to press.

Read the notes from the Diary from left to right.

A note on the top line of the musical staff corresponds to the leftmost skull.

The second line down corresponds to the second skull from the left, and so on

To play a note appearing BELOW the staff, push the rightmost (sixth) skull.

I've gone down the steps to the third level of the catacombs. Where is the casket?

Be patient! Look around. It's down here somewhere.

Don't mind the rats. They mostly don't bother too many people. Usually.

If you get frustrated, look at the map elsewhere in this hint book.

I'm at the casket! Do I need to do anything with it?

Open it.

Look inside.

Oooh! Scary!

Now you can leave this creepy place.

OK, I looked in the casket. Do I have to retrace my steps back out of the catacombs?

Perhaps you should find a shortcut.

That grating looks promising.

How do I open the lock on the grating?

You have to be *inside* the room with the casket.

From there, it's easy.

Just "open old rusty lock".

Go up to the sewer chamber, and then open the manhole and walk to it.

I've seen the casket and I returned to the Piazza, but nothing happens.

You should open the casket and look inside.

CASTLE BRUNWALD

For full hints on the castle, refer to the Castle Info section in this hint book. It is possible to get through the whole castle without ever risking Indy in a fistfight. Refer to the Castle Info section to find out how to get by each guard with dialog. The following hints deal with puzzles not covered in the Castle Info section.

How should I deal with the butler?

He doesn't look too strong. I'm sure you could knock him out.

But then again, that might make it difficult to sneak around.

Perhaps you can bluff him.

But don't be too cruel about it.

The exact sequence of things to say is in the Castle Info section.

There are Nazis all over the place! How do I get by them?

It is possible to talk your way past all the guards in the castle (except Biff and the security room guard).

It is also possible to knock them all out.

Several of the guards can be bypassed or dodged too.

You'll have to find what works best for you.

I'm in the kitchen. How do I get the roast boar out of the fireplace?

It's too hot to touch.

So you need to cool it off.

Something liquid might do it.

How about the ale in the keg?

When I use the keg or spigot, the ale pours on the floor!

You need something to put it in.

A cup or beer stein would be handy.

The drunken guard in the room down the hall has one.

See the hint below if you want to know how to use the stein.

What do I do with the drunken guard?

Look in the Castle Info section. He's person "A".

He has some useful information.

One dialog choice will prompt him to give you a beer stein.

If you fight him, you can just take the stein from him.

How can I use the stein?

You can fill it with ale ("use keg with stein").

You can give the full stein to people.

You can pour the ale onto things ("use stein with hot coals").

How do I put on this suit of armor?

You can't.

It does come in handy, though.

It will let you escape later in the game.

Try pushing it now.

That mark the axe leaves on the floor will be useful.

I've found a laundry closet, but I can't get at the uniforms.

The Nazi uniform is locked up.

But the servant uniform is just sitting there.

Try using it upstairs to put it on.

This may help Indy get past some Nazis.

Don't get caught by a guard you talked to when wearing something different.

How do I unlock the grey uniform?

The Nazis in the castle have lost the key.

Perhaps you can find it.

It's on the second floor.

It's in room 9 (see the castle map).

I've gone to room 9, (second floor), but all I see is a chest.

That's where the key to the laundry is.

Look in the chest.

There's a uniform there that doesn't fit.

But when you have Indy look at the uniform, and he'll find a key.

Use the key in the lock in the laundry room to get the grey uniform.

I found a first aid kit! What does it do?

It can restore Indy's health when you use it.

But it only works once!

You can't use it in the middle of a fight.

I'm in a room full of paintings. Are they useful?

A painting must be appreciated, not used.

Of course, it's hard to appreciate that paint-by-numbers rip off in the corner.

Try pushing it.

I've found a vault door! How do I find the combination?

It may already be too late for this episode (that is, this time through the game).

You must give guard D (outside of the art room) the painting from Henry's house.

He will then go to Colonel Vogel, and you will see a cut scene which shows where the combination is hidden.

If you did not get the painting of a trophy from Henry's house at the beginning of the game, or if you fought guard D, or if you just talked your way past him, you cannot get the combination this time through.

So I can't get into the vault. Is the game over?

Don't worry. This isn't a game by one of those companies where every mistake ends in death.

Inside the vault is a clue to the appearance of the Holy Grail. If you don't see it, you'll have to experiment a little later on.

It only means you'll have to guess between two possible grails. You did take notes in the inscription room in the catacombs?

I've got the combination. How do I open the vault?

Once Indy has looked at the combination, just "open vault".

The big painting inside is a painting of the holy grail, referred to in the manuscript in Donovan's apartment.

It can tell you whether or not the Holy Grail glows.

Use that information in combination with the information you got in the catacombs to select the true Holy Grail.

There'll be more about this in the section about the end of the game.

What's the point of this big console with blinking lights?

It's the alarm system for the castle.

You have to get by the guard (H) first - see castle info.

Then refer to castle info for room 12.

Some of these rooms have exterior windows. Why?

So the people in the castle can see outside.

You can also open some of them.

If you can't open it, don't worry about it.

If you can, try going outside.

I'm outside the castle on the second floor. How do I climb to the third floor?

That trellis to the right looks inviting.

But there's no way over.

Perhaps you can change that.

See castle info for room 13 for more help.

I've beat up a few guards, and I'm in pretty bad shape.

Perhaps you should try talking your way past guards instead.

If you still want to beat them up, you'd better attend to your health.

There's an object that will help you.

It's in room 10 - see castle info.

I've referred to the castle info to talk my way past some guards, but they just attack immediately.

Perhaps they've heard there's an intruder about.

The more you fight, the tougher it gets to bluff your way through.

Maybe they already saw you wearing a different outfit.

You might want to try going back to an earlier saved game, and talking past everyone.

Is there any way to get past guards without talking *OR* fighting?

Some of them can be fooled.

If you can duck into a room they'll probably lose track of you.

Sometimes you can sneak along behind them.

How do I get by the dog?

He looks hungry.

For more clues, see castle info, inhabitant L.

I can't seem to beat Biff, the big blond Nazi, in a fight.

He's pretty tough.

Virtually impossible.

But he does have a weakness for drink.

Why not bring him one?

I tried to get Biff drunk, but he just crushed my beer stein!

He does have quite a capacity.

If only there were a larger cup.

Try the trophy in room 16, Vogel's office.

Fill it with ale from the kitchen, then give it to Biff.

Then it will be easy to knock him out.

What do I do with the wires over the door?

Don't touch them!

This is probably the room Indy's Dad is in.

You'll have to disable the alarm in room 12 to sneak in.

There are locked doors on the third floor.

Try using the window ledges.

There must be a key.

The key is on the third floor.

It's in room 17.

I've freed Henry, but the alarm goes off and I get captured.

You can go on from here with no problem.

If you disabled the alarm first, it wouldn't go off.

To disable the alarm, see the hints for room 12.

I've freed Henry, but when I'm caught Vogel seems to want something.

He's looking for the Grail Diary.

You can cooperate.

Or you could try to fool him.

There's a fake Grail Diary in Henry's apartment in the USA.

If you don't have it, don't worry. Let Vogel take the real one.

Can I get out of the castle without being caught?

Yes!

But it's very hard.

You'll have to knock out most of the guards on the way up.

You'll have to dodge the ones you don't knock out.

When Henry is freed, the guards are issued guns, so be careful!

Indy and Henry are tied up. How do I get them out?

Well, there's always the solution from the movie...

Oh, no cigarette lighter. Sorry.

But there is another way.

Try pushing and pulling the chairs.

I can move around while tied up, but I'm still stuck.

Work your way over to the right.

See that suit of armor?

That axe looks loose.

Pushing the suit of armor could knock the axe down.

I hope you're in the right place when that happens!

It's easier to line up the chairs if you pushed the armor *BEFORE* you found Henry.

I've got Henry and Indy out of the chairs. How do I leave?

That's an awfully big fireplace.

And some interesting carvings.

Try pushing the carving on the left.

I'm out with Henry at a motorcycle. Where should I go?

Iskenderun! Just use the motorcycle.

Of course, if Vogel took the Grail Diary, you've got a problem.

In that case, you'll have to go to Berlin.

Use the motorcycle, and you'll get to the right place

BERLIN/AIRPORT

I'm at a checkpoint on the road to Berlin. How do I get by?

You might try talking your way through.

Or fighting your way through.

Or bribing your way through.

If you still are stuck, look at the Checkpoint section of this hint book.

I am in Berlin. There's a *very* important Nazi here. What should I do?

Stay calm.

He probably thinks you want something from him.

Try offering him something.

His autograph in the Grail Diary would be impressive.

But his autograph in *Mein Kampf* could be more valuable.

Better still, did you pick up the unsigned travel pass in the castle?

We're at the airport. Where do I go from here?

The exit leads to the tarmac.

There's a biplane there, and a Zeppelin.

You can get tickets for the Zeppelin inside the airport.

How do I get tickets for the Zeppelin?

Talk to the ticket salesman.

You'll need a fair amount of cash, though. 175 Marks.

See the castle info section to find money.

But there are other ways.

What about this man reading a paper?

Try talking to him.

Stand to his right when you do.

What's that in his pocket?

It looks like some tickets!

How do I get the tickets?

Have Indy stand just to the left of the man with the paper.

Switch to Henry.

Have him stand to the right of the man with the paper.

Have Henry talk to the man.

Get ready to move fast.

Ask him about his grandchildren, then quickly switch to Indy.

Have Indy pick up the tickets.

You may wish to use keyboard commands here (see your computer reference card).

How do I use the tickets?

First, you might want to save the game here.

Leave the airport.

Board the Zeppelin.

Give them to the ticket taker.

ZEPPELIN/BIPLANE

I've gone over to the Biplane. How do I fly it?

There was a book in the library in Venice...

Didn't see it? Then you'll have to take the Zeppelin.

Try another game and get the book this time.

I'm aboard the Zeppelin. How do I talk my way past this ticket taker?

You could give him tickets.

Or buy them here - if you have a *LOT* of money.

Otherwise, you'll have to fight.

I hope you practiced a lot in the gym.

I'm on board the Zeppelin. Where is it going?

If Colonel Vogel has his way, back to Berlin.

He's going to radio the Zeppelin to turn around.

Perhaps you should find some way out.

How do I leave the Zeppelin?

There's a ladder in the ceiling of the Zeppelin entry hall.

It lowers when you turn a crank in the wall.

You just have to find the crank.

What's behind this locked door?

The radio room.

You need to get in there.

How do I get into the radio room?

You must get the radio man to leave.

He's a music lover.

Have Henry put some coins in the bowl on the piano in the lounge.

I got the radio man to come out. Now what?

Switch to Indy.

Have Indy go into the radio room.

He'll find some interesting things there.

Help! The radio man has caught Indy. The radio is still untouched.

Just have Indy tell him he saw someone leave here.

Then, after the radio man lets him go, try again.

The radio man keeps capturing me. I don't have much time.

Then make some more.

When the music stops, immediately switch to Henry.

Have him request another song.

Repeat this until you have enough time. Or run out of songs.

What should I do in the radio room?

Open the locker.

Take the wrench.

Close the locker.

What should I do with the radio?

You should make sure it can't be used.

Have Indy break it.

Have him use the wrench on it.

Or just "open radio".

Why should I bother breaking the radio?

It gives you more time before Vogel's message gets through and the Zeppelin returns to Berlin.

The longer you stay on board without turning around, the farther out you get.

The farther you go, the more Nazi checkpoints you avoid.

You can avoid up to three checkpoints by breaking the radio, then leaving the Zeppelin quickly.

The radio man caught Indy with a broken radio!

He seems concerned about the cost.

Apologize, and offer him some money.

He's not going to take less than 50 marks though...

The radio man caught Indy next to the lowered ladder!

Just ask him about the buzz coming from the radio. Heh heh heh.

I can send Indy up the ladder, but what about Dad?

He'll follow you somehow, don't worry.

***How* is Dad going to follow me?**

Don't ask.

Once I go up the ladder, I get lost in a maze, with Nazis everywhere!

You need to find the biplane attached to the Zeppelin.

Avoid the Nazis if you can, or fight them if you can't.

How do I get to the biplane under the Zeppelin?

Take the first ladder to the left up to the second level.

Go as far to the right on the second level as you can.

Take a ladder up to the third level.

Go as far to the right on the third level as you can.

Go down to the second level.

Go down to the first level.

Go to the left. There's the biplane!

The Nazis keep clobbering me! What do I do?

They're not too tough. You can fight them off.

Try punching once, then quickly stepping back.

When the Nazi steps forward, punch and step back again.

When you run out of room, just start punching, evenly and moderately fast.

There are many other successful strategies.

I've found the biplane! What now?

Just get in. Takeoff from a moving Zeppelin is easy.

How do I get better at shooting down planes?

You, as Indy, are just steering.

It's up to Henry to shoot down the planes.

Look at the Biplane Hints section for more information.

The plane has crashed! What should I do?

Find Henry.

Listen to him.

Steal a car.

Use the blue car.

How do I find gas for the black Nazi car?

There isn't any. Take the other car.

Also, if... What? Really?

Someone here says the gas is on Mars.

(Personally, I think he's nuts)

Just take the other car.

How do I get past these checkpoints?

You can talk your way past some.

You can bribe your way past some.

You can fight your way past any of them.

See the Checkpoint Hints section for detailed information.

Isn't there some way to skip these checkpoints?

If you give Colonel Vogel the fake Grail Diary from Henry's house, you don't have to go to Berlin.

There's also the copy of *Mein Kampf* from Venice.

If you didn't use it in the castle, and you get it autographed by the author in Berlin, any one of the checkpoint guards will take it as a bribe.

Finally, there's the unsigned travel pass on which the vault combination is written.

There's one autograph in the game that will give it real authority.

Give it to Hitler in Berlin, and you can use it to get past ALL the checkpoints.

Just give it to each guard. He'll give it back and let you through.

THE GRAIL TEMPLE

I'm outside the temple. Should I do anything before I enter?

Read the sign.

SAVE THE GAME.

Of course, it's not TOO dangerous in there...

I'm inside. Can I keep Donovan from shooting?

No.

Go save Henry!

I'm at the first trial. How do I get through?

Look at the printed Grail Diary that came in your game box.

On page 56 is a picture of some rocks, a mechanism, and an X.

Do the rocks look familiar?

The X marks the spot you need to walk to.

Indy will kneel when he reaches it.

I had to try a few times before I got it right. Does that hurt my Indy Quotient?

Well, *Indy* would do it right the first time.

No. You can try as many times as you like.

I'm at the "Word of God" trial. How do I get across?

Step only on the letters that are in the Name of God.

Indy will repeat the Name as he goes.

You can back up, and move diagonally. Just don't step on the wrong letters.

Hurry! Henry is in trouble!

I've made it to the final trial - the Path of God. How do I get across?

Have faith.

You looked around and tried to cross and Indy died? You didn't have faith. That's all you need.

When you come out onto the ledge, just click on the opposite ledge *right away*.

Wow! I've met the Grail Knight. But which Grail is the correct one?

If you put together the clues, you should be able to figure it out.

One clue was the inscriptions in the catacombs, referring to your printed Grail Diary.

The other clue was the painting in the castle vault.

The inscriptions mentioned two descriptions of the Grail.

The painting tells you whether the Grail glows.

Pick up the Grail that looks like the correct description.

I have the Grail. What now?

Use it with the Holy Water.

I hope it's the right one...

I've healed Dad. But Elsa grabbed the Grail and started an earthquake!

Well, you can leave now.

Or, you can try to save the Grail. It's too late for Elsa.

Try looking into the cracked seal.

I can see the Grail! How do I get it?

Use your head!

Indy is supposed to be smart as a whip!

Whip the Grail!

I've got it! I can leave now!

Wait! Remember the Knight!

You might try a more noble way.

Give the Grail back to the Knight.

OK, the game is over. I sure wish I could have saved Elsa, or at least not wrecked the temple.

So do I.

Perhaps there is a way...

If only Elsa hadn't grabbed the Grail.

You can pick it up before she gets to it.

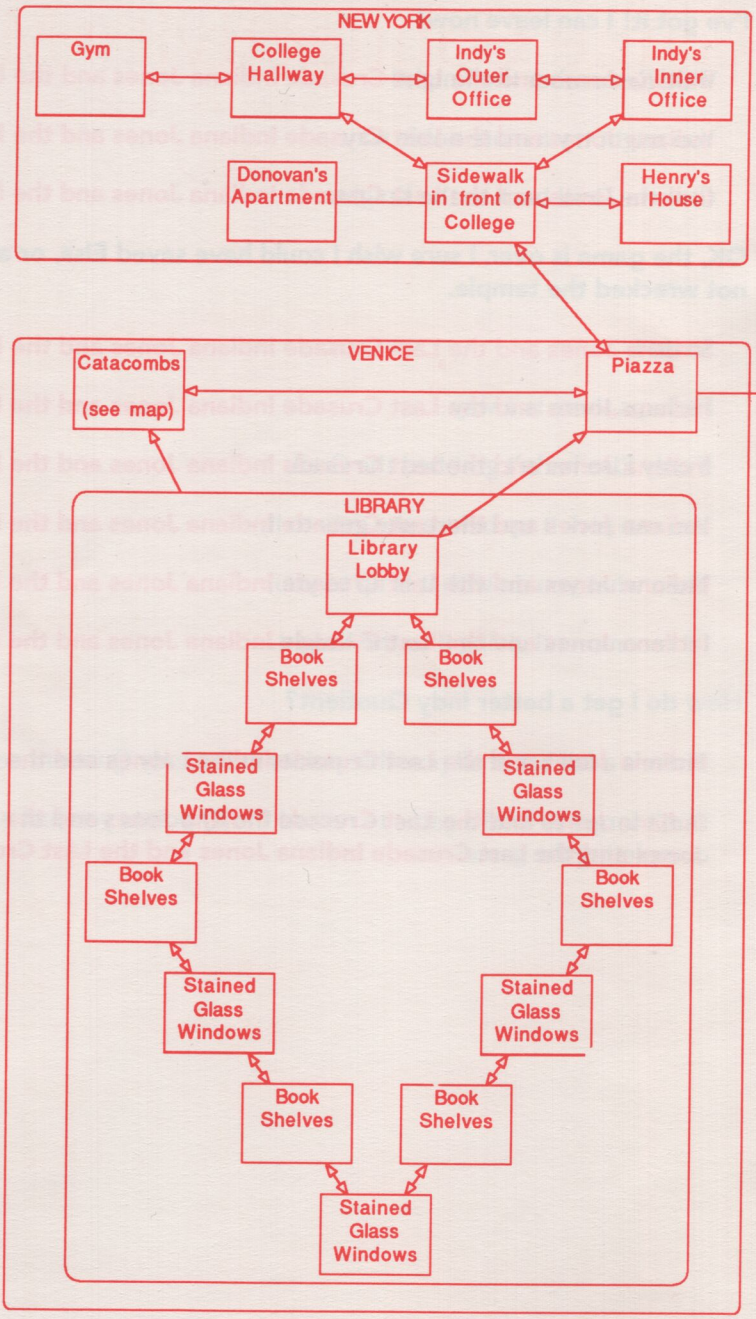
Then what you do with it is up to you.

I'd recommend giving it to the Knight.

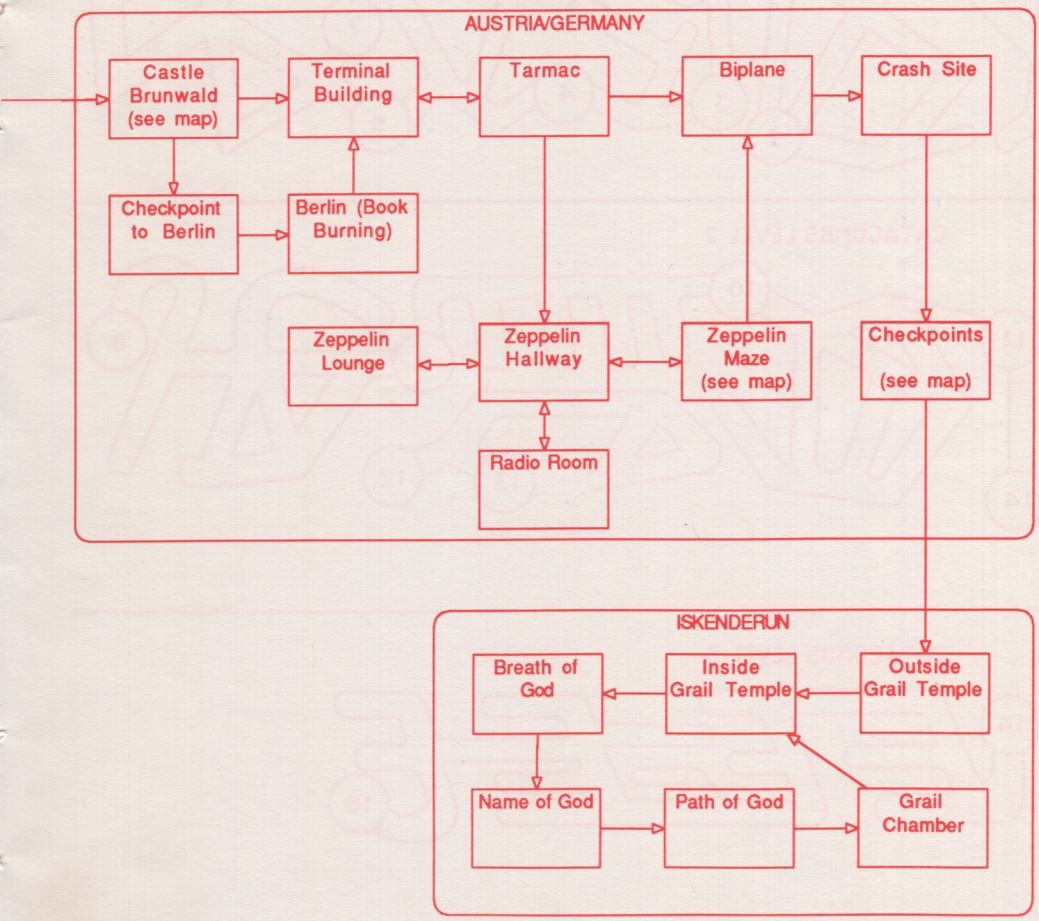
How do I get a better Indy Quotient?

There's a full list of all possible points in the Indy Quotient section.

Don't forget to load a game to record the IQ points you just earned for completing the game!

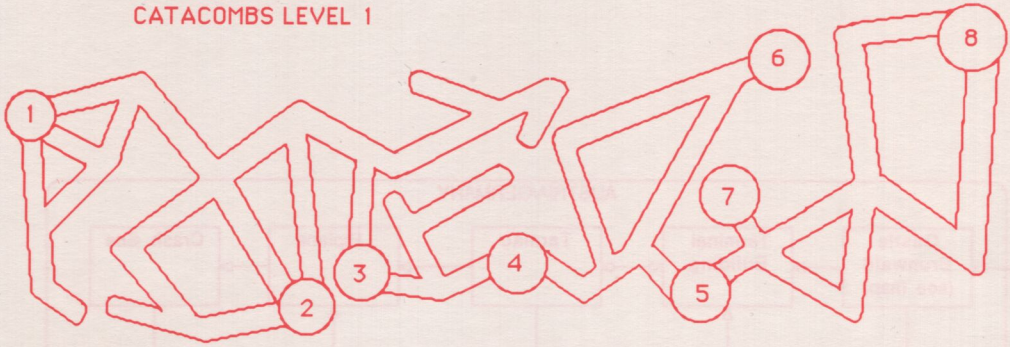

NEW YORK
Gym
College Hallway
Indy's Outer Office
Indy's Inner Office
Donovan's Apartment
Sidewalk in front of College
Henry's House
VENICE
Catacombs
(see map)
Piazza
LIBRARY
Library Lobby
Book Shelves
Book Shelves
Stained Glass Windows
Stained Glass Windows
Book Shelves
Book Shelves
Stained Glass Windows
Stained Glass Windows
Book Shelves
Book Shelves
Stained Glass Windows

Game Connectivity Map

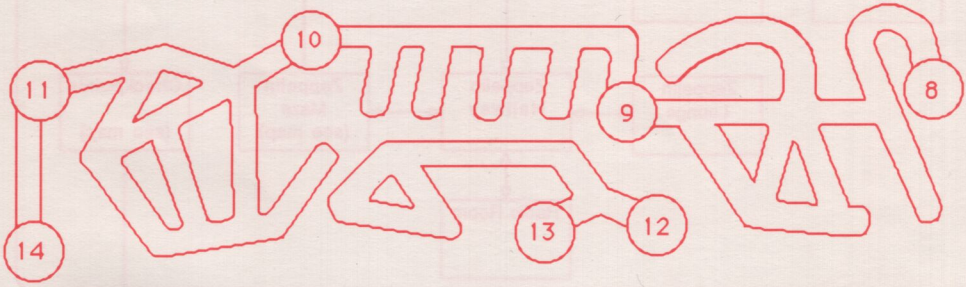


Catacomb Maps

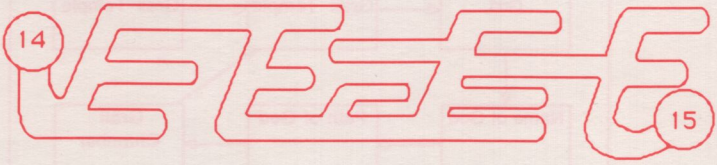
CATACOMBS LEVEL 1



CATACOMBS LEVEL 2



CATACOMBS LEVEL 3



Castle Info

Castle Brunwald is in Austria, near the German border. It's a secret Nazi headquarters. Indy has to find and rescue Henry, his father. This is one of the most dangerous parts of the game for Indy, and it is a good idea to save the game frequently as you get farther into the castle.

The chief dangers are the Nazi guards. It's possible to get through the entire castle without fighting (except for a rigged fight with Biff the Nazi), but the easiest way to get through involves some fighting, some talking, and some dodging. You'll have more fun if you use the explicit hints below only when you really need to.

There are a few situations where the dialog paths described here will not work. As Indy goes through the castle, when he knocks out a guard (or the butler), or is spotted but runs away from a guard, the Nazis become increasingly suspicious. If Indy knocks out enough people, everyone will know there is something wrong, and attack immediately. If you fight everyone on the first floor you may find yourself having to fight on the second as well. This may cause Indy to run low on health and get knocked out, ending the game.

Finally, although the Nazis are fairly unobservant and careless, if you talk your way past one of them wearing a particular uniform, he'll figure out something is wrong if you show up later in a different one. You may want to use empty rooms in the castle as dressing rooms, always being sure to wear the same clothes when you re-encounter a guard.

Key to the following information:

Rooms

Room Number — Handy reference for maps.

Useful Objects — List of objects that serve a purpose in the room.

Inhabitants

Description — (Butler, Guard D, etc.) Handy reference for maps.

Dialog Choices — List of proper responses to talk your way past the inhabitant. "Leather", "Servant", and "Nazi" refer to the clothes Indy is wearing when he meets the inhabitant. Numbers refer to the dialog choices, for example "1 2" means choose first the number 1 choice (top of the list), then wait for a response and choose the second line down. NA means not applicable.

Fighting Skill

- A+ means virtually unbeatable
- A means very hard
- B means tough
- C means average difficulty
- D means easy to beat
- E means a pushover (a single punch will do)
- NA means not applicable.

Cash — How much money the Nazi carries.

Ground Floor

Room Number 1: Kitchen

Useful objects:

Keg of ale

Use keg with stein to fill stein (from person A, drunk guard).

Use spigot with stein (alternate method to fill stein).

Many uses for ale elsewhere in castle, explained later

Roast Boar

Get stein from drunk guard (person A), fill stein, use stein on hot coals.

Wait for steam to disperse, pick up roast boar.

Use roast boar to distract guard dog on third level (person L)

Room Number 2: Laundry closet

Useful objects:

Servant uniform (white)

Pick it up and use it (inside any room) to wear it.

Bluff your way past guards on the first level, and part of the second.

Be sure to always be wearing the same clothes when you see a specific guard.

Lock on clothes rack

Open it to get to the grey uniform

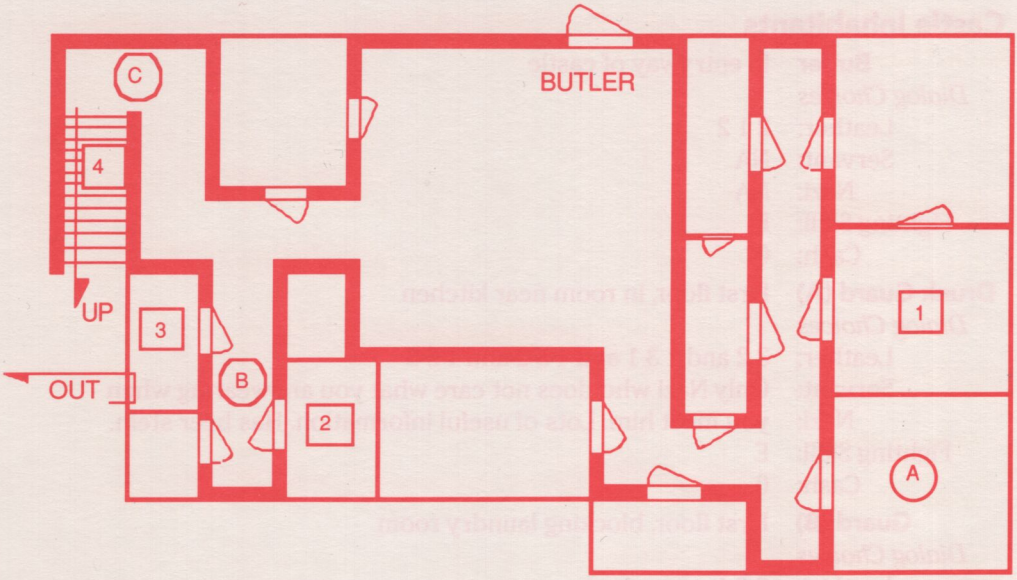
The key is on the second floor in room 9. It's made of brass.

Look in the uniform you find in the chest

Nazi uniform (grey)

Pick it up and use it (inside any room) to wear it.

Bluff your way past guards on all levels (except Biff, guard J).



Be sure to always be wearing the same clothes when you see a specific guard.

Room Number 3: Room with Zeppelin model and suit of armor
Useful objects:

Suit of armor

Pushing it causes the axe to fall.

This is a way to escape when Indy and Henry are tied up.

Push or pull the chairs into position, then push the armor.

The armor can also be pushed if Indy finds it before he finds Henry.

The mark left by the axe can help position the chairs later.

Carving on fireplace

Pushing the carving opens a secret passage to the outside.

Room Number 4: Stairs to the second floor
Useful objects: None

Castle Inhabitants

Butler In entryway of castle
Dialog Choices
Leather: 2 1 2
Servant: NA
Nazi: NA
Fighting Skill: E
Cash: 0

Drunk Guard (A) First floor, in room near kitchen
Dialog Choices
Leather: 3 2 and 1 3 1 and 1 3 2 and 1 3 3
Servant: Only Nazi who does not care what you are wearing when
Nazi: you meet him. Lots of useful information. Has beer stein.
Fighting Skill: E
Cash: 0

Guard (B) First floor, blocking laundry room
Dialog Choices
Leather: 3 2 1
Servant: 1 2 1
Nazi: Automatic pass
Fighting Skill: D
Cash: 0

Guard (C) First floor, blocking stairs to second floor
Dialog Choices
Leather: 1 2 2
Servant: 1 1 3 2
Nazi: Automatic pass
Fighting Skill: C
Cash: 15

Second Floor

Room Number 5: Stairs to first floor
Useful objects: None

Room Number 6: Small room at head of stairs
Useful objects: None. But this is a good place to change clothes between encounters

Room Number 7: Art room, full of paintings
Useful objects:

Paint by numbers Mona Lisa

Push this to reveal vault door.

Vault door.

You must have the combination to open this door

To get it, first you must be wearing the servant's uniform.

You also need the small painting from Henry's house.

Wearing the servant uniform, meet guard "D" outside the art room.

Offer him an item - the small painting.

You will then see where the combination is hidden (room 16, Col. Vogel's office)

Follow the hints for room 16 to get the combination.

Vault door

Once you have the combination (see previous hint) you can just "open vault".

Room Number 8: Vault

Useful objects:

Painting of Holy Grail

It will be apparent from the painting whether or not the Holy Grail glows.

You can combine that information with the information from Catacomb Chamber 12 to discover which one of the accounts in the Grail Diary truly describes the Grail.

That knowledge will come in handy at the end of the game.

Room Number 9: Small castle room

Useful objects:

Chest

Open the chest.

Look at it to find a uniform.

Look at the uniform to find a key.

This is the key to the lock in the laundry room (room 2).

Room Number 10: Castle room
Useful objects:

First aid kit

You can use this once to fully restore Indy's health when it is low from fighting.

Room Number 11: Room with chest
Useful objects:

Chest

Open the chest and look in it to find 50 Marks.

Room Number 12: Alarm room
Useful objects:

Alarm system

Get past the alarm guard (person H) to gain access to the alarm system.

It's big and imposing, and you can see inside through the grating.

There are lots of wires and hot vacuum tubes in there.

Perhaps a bit of ale would cool them down.

Use stein with grating to pour ale on the tubes and short out the alarm.

Room Number 13: Loose brick room (door cannot be unlocked)
Useful objects:

Loose brick

Pretty shoddy workmanship in this castle.

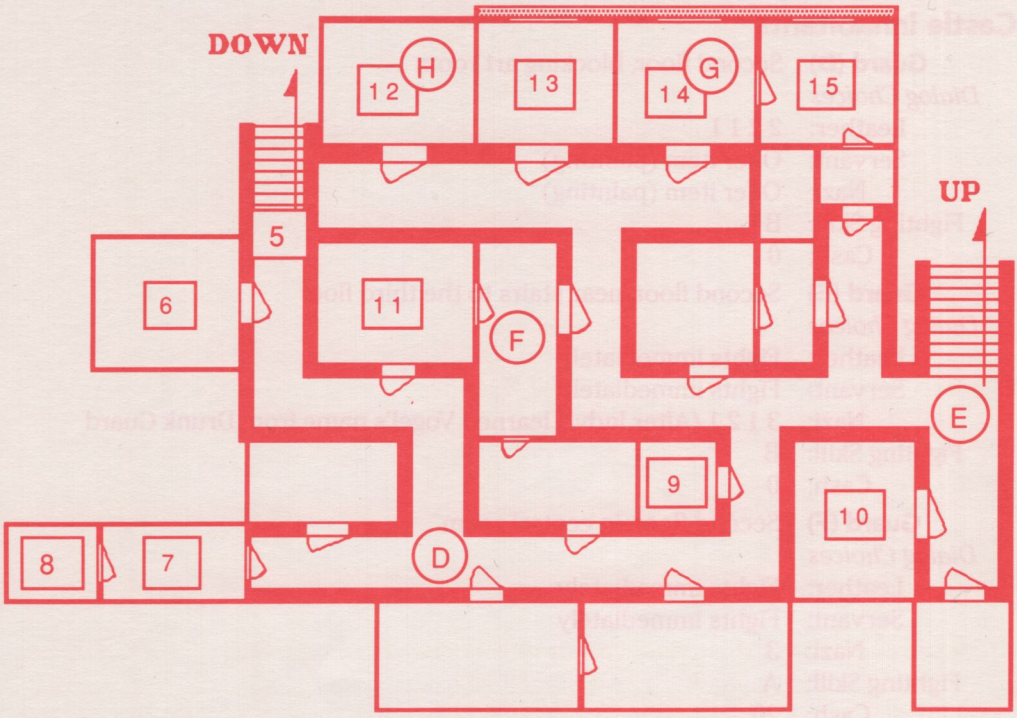
Of course, that could be to your advantage.

Try pushing the brick

Now go back outside.

I wonder what you could use a protruding brick for?

Try whipping it.



Window

Useful for a stroll outside. But you already knew that.

Room Number 14: Guarded window room
Useful objects:

Window

Open it to step outside after you've taken care of the guard (person G).

Room Number 15: Window room
Useful objects:

Window

Open it to step outside.

Castle Inhabitants

Guard (D) Second floor, blocking art room

Dialog Choices

Leather: 2 2 1 1
Servant: Offer item (painting)
Nazi: Offer item (painting)
Fighting Skill: B
Cash: 0

Guard (E) Second floor, near stairs to the third floor

Dialog Choices

Leather: Fights immediately
Servant: Fights immediately
Nazi: 3 1 2 1 (After Indy's learned Vogel's name from Drunk Guard)
Fighting Skill: B
Cash: 0

Guard (F) Second floor, in central room

Dialog Choices

Leather: Fights immediately
Servant: Fights immediately
Nazi: 3
Fighting Skill: A
Cash: 20

Guard (G) Second floor, in room near alarm system

Dialog Choices

Leather: Fights immediately
Servant: 3 1
Nazi: 2 2 3
Fighting Skill: B
Cash: 20

Alarm Guard (H) Second floor, tending alarm system

Dialog Choices

Leather: Fights immediately
Servant: Fights immediately
Nazi: Offer an item: *Mein Kampf*
Fighting Skill: A
Cash: 70

Third Floor

Room Number 16: Colonel Vogel's office

Useful objects:

Trophy

First you'll have to get by the dog (L).

He's not really mean, just hungry.

Why not fetch him something from the kitchen?

Give him the roast boar and he'll be happy.

Then you can get the trophy.

Fill it with ale to get by guard J (Biff the Nazi).

Filing cabinet (and pass)

Get past the dog (see last hint) and open the cabinet.

If you gave a picture to guard D on the second floor, then there will be a form with a combination on it.

Look at the combination, and you can open the vault in the art room (room 7).

The form it is on is an unsigned travel form.

If it had a valid signature, it would be very useful.

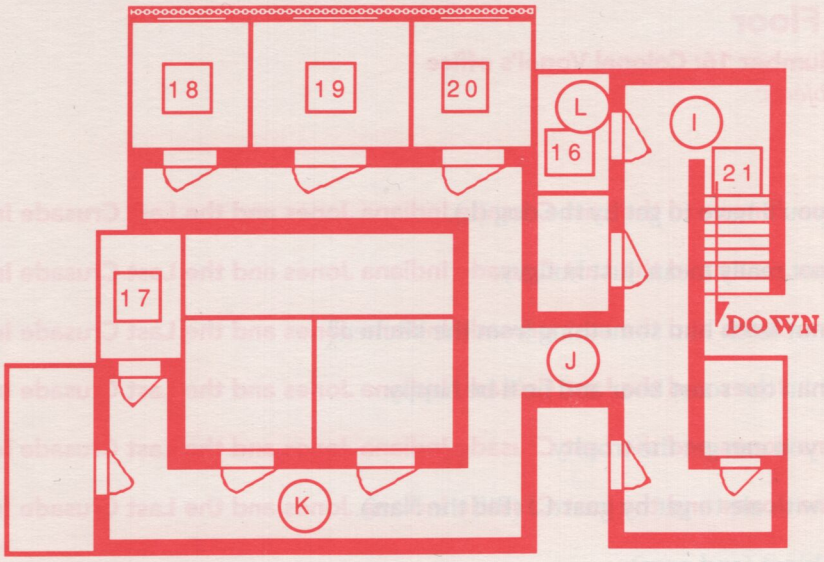
Room Number 17: Key room

Useful objects:

Key

It's on the candle holder.

It can open the locked doors on this floor.



Rooms Number 18-20
Useful objects:

Henry Jones

Indy's dad is in one of these rooms.

There are wires outside of the room he is in.

Don't touch them! Instead, disable the alarm on the second floor.

The doors are locked. The key is in room 17.

Castle Inhabitants

Guard (I) Third floor, near Vogel's office

Dialog Choices

Leather:	Fights immediately
Servant:	Fights immediately
Nazi:	1 2 1
Fighting Skill:	C
Cash:	0

Biff the Nazi (J) Third floor, blocking passage

Dialog Choices

Leather: Fights immediately
Servant: Fights immediately
Nazi: Offer an item: Trophy full of ale (drunk fighting skill E)
Fighting Skill: A+/E
Cash: 0

Guard (K) Third floor, blocking room with key

Dialog Choices

Leather: Fights immediately
Servant: Fights immediately
Nazi: 3 2 3 (only after you have talked past guard G)
Fighting Skill: B
Cash: 25

Guard Dog (L) Third floor, in Vogel's office

Dialog Choices

Leather: Give roast boar to dog
Servant: Give roast boar to dog
Nazi: Give roast boar to dog
Fighting Skill: NA
Cash: 0

Checkpoints

There are eight possible Nazi checkpoints on the roads in Germany. You can get through these checkpoints in several ways. You can avoid some by flying over them. You'll always have to get by checkpoint number one, on your way to Berlin, but you can fly over as many as six of the remaining seven checkpoints.

There are two ways of flying over checkpoints. You can fly in the Zeppelin, and avoid as many as three checkpoints with proper tactics (breaking the radio, then leaving the Zeppelin when it is far along its route, before it has flown back to Berlin). Then, in the biplane, you can avoid an additional three checkpoints by shooting down enemy planes before they get you. Each three planes you shoot down gets you past an additional checkpoint. Finally, you can steal the biplane on the field in Berlin, and bypass as many as six checkpoints for each three enemies you shoot down. In either case, you'll have at least the last checkpoint, number eight, to contend with.

There are also two special ways to get by checkpoints. They're mentioned in the main hint section of this hint book. They both involve giving unusual things to the checkpoint guards.

Key to the following table:

Checkpoint Guard Number	For convenient reference only.
Opening Line	The first thing the guard says.
Background Setting	What it looks like as the car pulls up
Guardhouse type	Sentry box or building with mountains
Dialog path	Which dialog choices to make (1 is top line)
Fighting skill	Guard's fighting ability (A is toughest)
Bribe amount	Minimum cash to bribe guard

Checkpoint Guard Number: 1

(On the way to Berlin)

Opening Line:	Uh, hold it. You've got to come over here.
Background Picture:	Hill
Guardhouse type:	Sentry box
Dialog path:	3 3 1 1
Fighting skill:	C
Bribe amount:	Cannot bribe

Checkpoint Guard Number: 2

Opening Line:	Halt! Come here at once.
Background Picture:	Lake
Guardhouse type:	Building
Dialog path:	2 3 1
Fighting skill:	A
Bribe amount:	150 Marks

Checkpoint Guard Number: 3

Opening Line:	Please step out of that expensive-looking car.
Background Picture:	Lake
Guardhouse type:	Sentry box
Dialog path:	No successful paths
Fighting skill:	B
Bribe amount:	50 Marks

Checkpoint Guard Number: 4

Opening Line:	Halt! Come here at once.
Background Picture:	Hill
Guardhouse type:	Building
Dialog path:	2 1 1 1
Fighting skill:	C
Bribe amount:	Cannot bribe

Checkpoint Guard Number: 5

Opening Line:	Uh, hold it. You've got to come over here.
Background Picture:	Hill
Guardhouse type:	Sentry box
Dialog path:	3 3 2
Fighting skill:	A
Bribe amount:	50 Marks

Checkpoint Guard Number: 6

Opening Line:	Halt! Leave your vehicle and step over here.
Background Picture:	Lake
Guardhouse type:	Building
Dialog path:	1 2 2 3 1
Fighting skill:	D
Bribe amount:	Cannot Bribe

Checkpoint Guard Number: 7

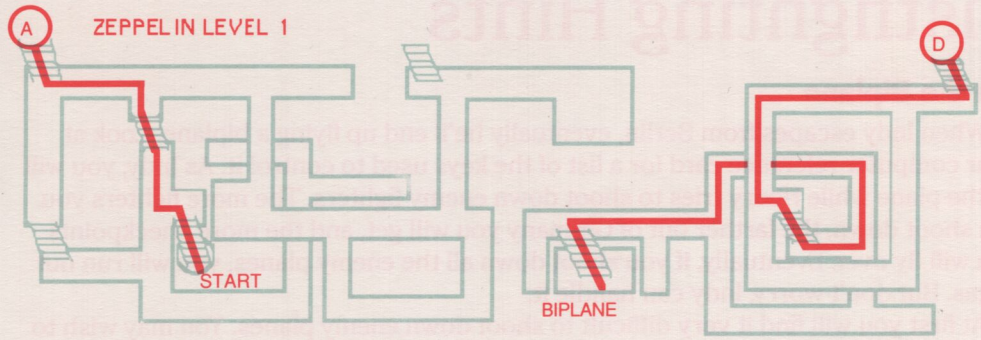
Opening Line:	Please step out of that expensive-looking car.
Background Picture:	Lake
Guardhouse type:	Sentry box
Dialog path:	No successful paths
Fighting skill:	C
Bribe amount:	150 Marks

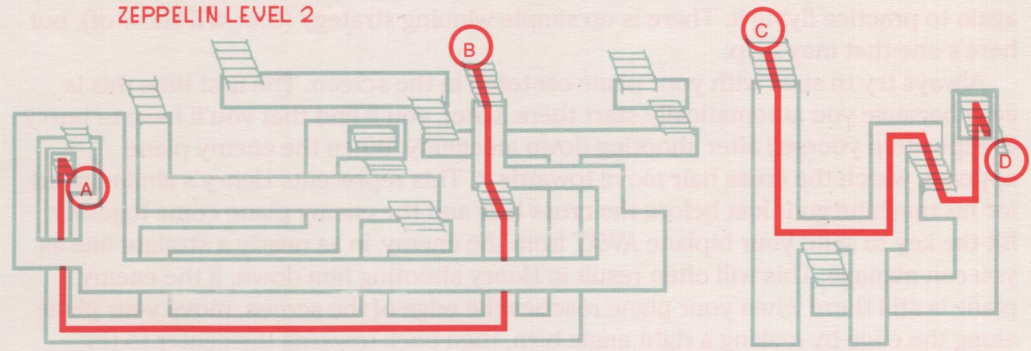
Checkpoint Guard Number: 8

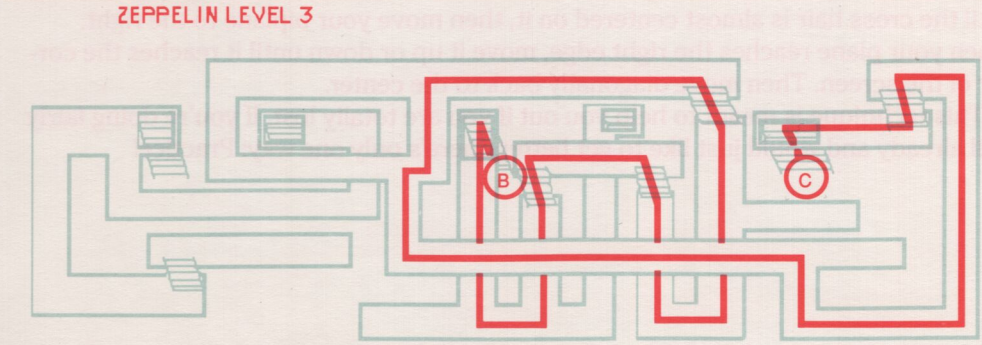
Opening Line:	Halt! Leave your vehicle and step over here.
Background Picture:	Lake
Guardhouse type:	Building
Dialog path:	1 2 2 2 2 2 1
Fighting skill:	B
Bribe amount:	Cannot bribe

Checkpoints Map

Zeppelin Maps







Biplane Flying and Fistfighting Hints

On the Biplane

When Indy escapes from Berlin, eventually he'll end up flying a biplane. Look at your computer reference card for a list of the keys used to control it. As Indy, you will fly the plane while Henry tries to shoot down enemy fighters. The more fighters you can shoot down, the farther out of Germany you will get, and the more checkpoints you will fly over. Eventually, if you shoot down all the enemy planes, you will run out of gas. But don't worry, Indy can handle it.

At first you will find it very difficult to shoot down enemy planes. You may wish to save the game before boarding the biplane (or, if you are on the Zeppelin, before you climb the ladder to the Zeppelin interior) so that you can go back over and over again to practice flying it. There is no simple winning strategy (that WE know of), but here's one that may help:

Always try to start with your plane centered in the screen. The first time this is easy because you automatically start there. Later, you'll find that you'll have to hurry to reposition yourself after shooting down an enemy. When the enemy plane appears, watch the cross hair move towards it. This represents Henry's aiming point for his machine gun. Just before the cross hair and the enemy plane come together, hit the key to send your biplane AWAY from the enemy, in as nearly a straight line as you can manage. This will often result in Henry shooting him down. If the enemy plane is still there when your plane reaches the edge of the screen, move your plane along the edge by making a right angle turn, then back towards the center to try again. For example, if the enemy first comes in from the left side of the screen, wait until the cross hair is almost centered on it, then move your biplane to the right. When your plane reaches the right edge, move it up or down until it reaches the corner of the screen. Then move diagonally back to the center.

This technique is meant to help you out if you are totally lost. If you're doing fairly well already and would just like to get better, there's only one way: Practice!

Fist Fights

Throughout the game there are many opportunities for Indy to get into fist fights. His opponents have a wide variety of styles and skill levels. There isn't one way to get by all of them, but here are a few general tips that should improve your chances. If you get frustrated, remember that it is possible to complete the entire game without ever fighting anyone (except one particularly obnoxious blond drunk).

Try not to let your vitality (the left colored portion of your health display) go down. Indy will recover his energy (the right portion) after each fight, but if his vitality starts to go, he'll be in trouble.

The simplest and often most effective strategy is to take a punch, quickly step back and wait for your opponent to step forward, and repeat. Don't give your opponent a chance to swing at you. By the time you run out of room to back off, your opponent should be in pretty poor shape. A few punches will finish him off. This approach assures that you hit with your maximum punch power each time.

If you find that this doesn't work because your opponent just punches too quickly, try fighting fire with fire. Against a fast-punching opponent, a series of rapid blows is sometimes effective.

If your opponent seems to be blocking most of your punches (his head doesn't snap back when you swing) then you might try to block his as well. Some of the better fighters are great at blocking, but not too quick with their own punches. Watching carefully, you can quickly move to block their punches, and wear them down by blocking instead of punching. When they start getting low on health, finish them off with a few good hits.

IQ Points

Get past the students by calming them down (third dialog choice)	5
Get past the students by telling them about the geology professor	10
Enter the catacombs	10
Pull the plug to empty the pool in the catacombs	5
Get past the statues in the catacombs	5
Open the xylophone door	5
Look at the shield of the dead knight	5
Knock out Butler	1
Talk past Butler	5
Knock out guard A	1
Knock out guard B	3
Knock out guard C	3
Knock out guard D	3
Knock out guard E	5
Knock out guard F	5
Knock out guard G	5
Knock out guard H	10
Knock out guard I	5
Knock out guard K	5
Bluff past guard A	2
Bluff past guard B	5
Bluff past guard C	5
Bluff past guard D	5
Bluff past guard E	8
Bluff past guard F	8
Bluff past guard G	8
Bluff past guard H	15
Bluff past guard I	8
Bluff past guard J	15
Bluff past guard K	8

Open the vault in the castle	10
Disable the castle alarm system	25
Whip the loose brick on the castle exterior	5
Open Henry's locked door	5
Give fake Grail Diary to Vogel (bypass checkpoints)	30
Escape from the chairs in the castle	15
Get Henry out of the castle without being caught by Nazis	25
Give Hitler *Mein Kampf* to sign	10
Give Hitler the travel pass to sign	40
Try to hit Hitler	10
Steal tickets from the man in the airport	5
Start the biplane	10
Knock out the ticket taker on the Zeppelin	10
Fly the Zeppelin a short way before turnaround	5
Fly the Zeppelin a moderate way	5
Fly the Zeppelin the farthest (break radio without getting caught)	5
Shoot down six enemy planes at once (first time)	5
Shoot down twelve enemy planes at once (first time)	5
Shoot down eighteen enemy planes at once (first time)	5
Bluff past checkpoint 1	5
Bluff past checkpoint 2	5
Bluff past checkpoint 3	5
Bluff past checkpoint 4	5
Bluff past checkpoint 5	5
Bluff past checkpoint 6	5
Bluff past checkpoint 7	5
Bluff past checkpoint 8	5
Knock out guard at checkpoint 1	4
Knock out guard at checkpoint 2	4
Knock out guard at checkpoint 3	4
Knock out guard at checkpoint 4	4
Knock out guard at checkpoint 5	4

Knock out guard at checkpoint 6	4
Knock out guard at checkpoint 7	4
Knock out guard at checkpoint 8	4
Pass the first Grail trial (the Breath of God)	20
Pass the second Grail trial (the Name of God)	20
Pass the third Grail trial (the Path of God)	20
Get the Grail back to Henry	30
Leave the temple with the Grail still in the crevasse	50
Get the Grail from the crevasse, give it to the Grail Knight	75
Pick up the Grail before Elsa gets it, give it to the Grail Knight	100
Total:	**800**

Object List

Where found	Item	Used for
Air terminal	"Zeppelin tickets"	Get onto Zeppelin
Alarm room	"security system"	Turn off alarm to Henry's room
Art room	"vault"	Contains painting of Grail
Guard A	"stein"	Can carry ale
Castle room 3	"suit of armor"	Use to get out of ropes when tied up with Henry
Castle room 13	"loose brick"	Use to whip across castle wall
Castle room 10	"first aid kit"	Used after fighting to restore health
Castle room 9	"small uniform"	A key to the laundry is in the pockets
Castle room 16	"pass"	Get Hitler to sign it to sail past the checkpoint guards
Castle room 16	"trophy"	Fill with ale and give to Biff the Nazi
Castle room 17	"silver key"	Opens Henry's castle door
Castle kitchen (room 1)	"roast boar"	Give to dog in Vogel's office
Castle kitchen (room 1)	"keg"	Fill mug with ale
Castle hallway	"wires"	Wires connecting alarm to Henry's room
Castle exterior	"motorcycle"	Take it to Berlin
Castle wall	"brick"	Use to whip across
Catacomb room 15	"casket"	Casket of dead Grail Knight
Catacomb room 12	"wooden plug"	Drain pool in catacombs
Catacomb room 12	"inscription"	Major clue to select correct Grail
Catacomb room 2	"hook"	Used to pull plug in catacombs
College hall	"drinking fountain"	Gee I'm thirsty
College hall	"trophy case"	College Pride
College hall	"display case"	Lots of cool stuff
College hall	"bulletin board"	What's for lunch
Grail chamber	"Holy Water"	Fill Grail with this to heal Henry
College Gym	"bell"	Start the fight
College Gym	"mallet"	Used to ring the bell
College Gym	"light switch"	Turns off lights in gym
College Gym	"boxing ring"	Practice boxing
College Gym	"locker room"	Enter to change into boxing clothes
Henry's house	"painting"	Give to guard in castle
Henry's house	"book case"	A ball of tape is stuck to its back

Where found	Item	Used for
Henry's house	"sticky tape"	Contains key to the chest in Henry's house
Henry's house	"chest"	Contains Fake Grail Diary
Henry's house	"old book"	Give to Vogel when caught to avoid Berlin
Indy's inner office	"junk mail"	Hides Henry's Grail Diary
Indy's inner office	"Grail Diary"	Many useful clues
Castle laundry room 2	"servant uniform"	Bluff past guards
Castle laundry room 2	"grey uniform"	Bluff past guards
Library in Venice	"Stain glass window"	Clue to the catacomb entrance
Library in Venice	"red cordon"	Use on strange machine as pulley belt
Library in Venice	"metal post"	Use to pry up slab
Castle - many places	"money"	To buy ticket to Zeppelin, or bribe
Henry's pocket	"coins"	To pay the Piano player
Manhole in catacombs	"manhole"	Get out of Catacombs
Venetian Piazza	"wine bottle"	Fill with water to loosen torch
Radio room on Zeppelin	"short-wave radio"	Break it to gain time on Zeppelin
Radio room on Zeppelin	"wrench"	Used to lower ladder
Airport exterior	"biplane"	Fly to Temple and skip the Zeppelin

Game Walkthrough

The following narrative will take you "inside Indy's head" as he goes through our Graphic Adventure from start to finish. The path he takes is one of the shortest, and it avoids some of the longer, but less intricate puzzles. Feel free to try some alternate paths. But be sure to save the game before you do. If you do stray from the sequence here, it may be impossible to get back on track without a saved game.

Ah! Back at good old Barnett College. This last adventure was a rough one. Getting the Cross of Coronado has been a lifelong dream of mine. I never did feel good about that incident back in Utah. It'll be good to get into some dry clothes!

Hmm, Marcus wants that translation. Let's see, that was in Coptic, and if I use my translation table for a shortcut - that's it! Here you go Marcus...I've got to change clothes.

The gym is pretty much the same. That boxing coach is warming up again. Perhaps I should go a few rounds with him. Into the locker room to change out of my suit first. And I better have him take it easy on me until I catch my second wind.

That was invigorating! Certainly more fun than dealing with angry students. They do seem to accumulate this time of year. I'll just duck into my office here and...rats! This is where all the kids are! And they're so upset! But I've only been gone two weeks. Oh well, best to calm them down. They certainly take a lot of calming. But eventually I can slip by them, using the old "take names in order" ploy.

The old office. Quite a few memories stashed away here. And quite a few letters and papers on my desk! I'd better go through them. Some junk mail, papers, letters... what's this? A package from Venice? Why, it's my Dad's Grail Diary! How strange... I haven't heard from him in years. Perhaps I'd better look into it. But those students are cramming my outer office. Better take the window.

Hey! These guys don't look too friendly. Still, they don't seem too dangerous; I think I'll go along and see what they have to say. Oh, a trip into Manhattan. Maybe you guys can let me off for a show - no, I didn't think so.

Walter Donovan! What a surprise! And quite an interesting story too. Dad? He's disappeared? I wonder why he sent me the Diary? I'd better keep that part secret for now; it looks like it'll come in handy.

Now that I'm back at the college, I think I'll take a short trip over to Dad's place. Ransacked! I bet they were looking for the diary. Not much of value here - why, here's that old picture of Dad's trophy. I'll take that for sentimental value. This bookcase looks pretty unstable... hey! It almost hit me when it fell over! And what's that funny lump - boy, this tape must be ten years old at least. Dad always was a sloppy housekeeper.

I wonder if there are any other clues. Whoever did this didn't touch the plant. Or the tablecloth underneath. Why, it's that old chest Dad bought when I was a kid. He lost the key years ago though. Hmm, I wonder - time for a trip back to my office.

I'd better go in through the window. Now where was that jar of solvent? Oh yes. I'll pop this wad of tape in there. Just as I thought, the key! Now it's a quick trip back to Dad's place, to open the chest and find... that old Grail Diary I did with crayon, imitating Dad's. You know, they look pretty similar from the outside. I guess I'll take that along too.

Time to get to the bottom of this. Donovan suggested I head for Venice. I'm glad Marcus agreed to come along. He's concerned about Dad. I guess he's seen a lot more of him than I have, these last few years.

Ah, Venice. The scenery. And the women! Here comes a lovely one! The old Indy charm, and... oh, Dr. Schneider. So this is where Dad disappeared. It looks like Elsa has left me on my own. I'd better look around. These plaques are pretty interesting. Here's a copy of *Mein Kampf!* I'll take that along. Know thy enemy! And here's a book that describes how to start up a biplane. I always wondered about that.

Say, these stained glass windows look familiar. Yep, here it is in Dad's diary. But it's not quite the same - ah, but the one over here in *this* room matches. And the other notation - I'll bet it refers to the Roman numerals on these columns. I'll try digging up the slab it represents. But I need more leverage. That metal post might do it, after I take the red cordon off. Yes, that did it. Footsteps! That guard doesn't look too happy - better not stop to chat.

Well! This is a cheerful spot. Looks like the storeroom for a production of *Macbeth!* Or was that *Hamlet?* I never was interested in modern literature.

I'll just wander around. Here's a fellow that must have been a pirate. He won't be needing that hook anymore. Here's a torch - but the mud is hard and dry. A little further and... why, this chamber is flooded. Not surprising, considering the average Venetian street. I'll continue poking around. Aha! That looks like a manhole cover overhead. I'll just pop up through there and - excuse me! I guess they weren't expecting lunch guests from the sewer. Say, that wine bottle could come in handy. Doesn't want to give it up? Perhaps he's not aware of what he's drinking. The way that girl is eyeing him, I'm not surprised. I'll just read the label to him. Not interested anymore? I thought not. I'll fill it up in the fountain, and head back down to that torch. Just as I thought, the water loosened it just fine. Now, I'll just pull it off the wall, and... whoa! Ouch! I guess I won't be using that bottle again. Let's look around down here. Here's a narrow stone bridge. And some inscriptions on the other side! My specialty. Why, these are the descriptions Donovan told me about. They refer to the accounts in my Dad's diary! But there are two of them. I wonder which is the right one? Oh, well, I'll sleep on that one. Back over that bridge - pretty slippery from that dripping. Aha! I bet that wooden plug is the same as the one in the bottom of that pool above me. Can't quite get a grip - I'll screw in this pirate's hook. That's better. Perhaps I'd better not stand underneath it though. I'll try my whip. Niagara Falls! Time to head back up.

That ladder in the next room brought me right back near the pool. And the pool is empty now! I'll scramble down... whoops! Nothing injured but my dignity. Onward!

This is an odd machine. Pretty decrepit now, but one section still works. I wonder

what this other part of it was supposed to do. Say, that red cordon fits pretty snugly. I'll try turning it on again. Success - I think. I wonder what I did when I lowered that chain?

My, these catacombs are interesting. Here are three statues. They look familiar. Right! They're in the diary too. Hmm - certain death. I'd better be careful. Why, these things are linked together somehow. When I turn one, it affects another. This is quite a puzzler. Ah, that's it. There goes the door.

Second level. Here's another bridge - good thing it's lowered. And that chain looks familiar. I wonder where I saw it before.

More skulls. Musical ones! I'll see what the diary has to say about this. Why, it's a tune to play. I don't know much about music, but I bet each line corresponds to a skull. That was it! My piano teacher would have been proud.

This third level is quite a maze. And I keep seeing little glowing eyes in the distance. Good thing Dad's not here; he sure hates rats. I wonder where people get these irrational phobias? I'm glad I'm a reasonable man.

The tomb! I'll take a look inside. Gruesome! But the shield - it's the marker I'm after. Alexandretta, hmm. Time for a trip to Iskenderun. But it's a long way back. I wonder about this grating. Why, the lock just came apart in my hands! I'll head up.

Back in that good Venice sun. Marcus, what happened to you? Dad? Austria! I'll go get him. Marcus, meet us in Iskenderun.

Well, Elsa, it's time for a little drive. This Castle Brunwald is not very inviting. You wait here, I'll check it out.

Dratted Butler. I could deck him, but I don't know where Dad is. Better to bluff. We're near Salzburg; I'll bet he has some relatives. That's it! Better go to him immediately. Of course I know him - how else would I have found you!

That worked. Now for some sneaking. I'll poke around here. It's a Nazi! But he's drunk. Thanks for the stein! And such useful information. About a dozen of them, led by a Colonel Vogel. "Textbook Nazi". I might have just the thing for him.

A kitchen! Might as well fill this stein with ale; it could come in handy. Roast boar! I'm not hungry though.

What's over here on the other side of the building... oops! Better brazen it out. I'm here for the prisoner! Out of uniform, yes, but I'll tell him I'm Gestapo. Who was that sadist that terrorized Marion? Deitrich, that was it. Better stay tough with him. Ah, he bought it.

A laundry room. This servant uniform looks about my size. Too bad the Nazi uniform is locked up. I'll keep an eye out for the key.

This is a big room! Nice model of a Zeppelin. I always wanted to fly in one of those. Nice suit of armor - whoops! I hope that carpet wasn't valuable. Better move on.

Oh, hello there. Like my jacket, do you? I'd better not name too outrageous a price. That'll be cash in advance! Hey, this could be fun...and profitable!

Up the stairs. Here's a little room. Nothing interesting here, but a good place to change into this servant uniform. Another guard. Perhaps he'd like this painting? Yes! That was handy. And no wonder; look at all this artwork! But this Mona Lisa is a poor

reproduction. And it moves! I wonder what's in the vault?

Lots of empty rooms here. These Nazis aren't much on interior decoration. Ah, a chest. And a uniform! But it's the wrong size... wait! A key in the pocket! I'll try it downstairs. Must remember to change back to my leather gear; I don't want to confuse the poor Nazis.

Yes, that's the right key. This grey uniform should help me out. I'll go back upstairs and change. Time for more exploration. Here's a guard I can dodge. What's in this room? Excuse me! Why, this must be the alarm room. And that drunken guard said something about a textbook Nazi - take a look at this copy of *Mein Kampf*. Naw, I don't mind watching the alarm.

Actually, the alarm system seems rather warm. Perhaps some ale will cool it down. Oh, what a shame! I seem to have ruined it! Better get moving.

I'll just sneak past this guard up to the third floor. Oh, no... walked right into this one. Just have to brazen it out. That uniform is in disgraceful shape! Stains! Stand aside, you buffoon. Ah, that did it. These guys are too regimented for their own good. What's in this door? Oh, nice doggy. Hmm, that roast boar might be handy after all.

I'll make my way back to the kitchen, tiptoeing and changing my clothes like I did on my way up. If that guard by the stairs grabs me, I think I'll just deck him. I'm tired of talking.

OK, I'm in the kitchen. Let's see, pour a little ale on the coals, let them cool, voila! Boar for the doggy! I'll fill up my stein again; this ale is very useful stuff.

The dog took the boar. Let's see - a filing cabinet. Why, here's a blank travel pass with a combination on the back. I'll have to try that with the vault. But first, I'll look around on this level.

Didn't that drunk on the first floor mention something about some big fellow up here who "can be nasty when he's sober"? Maybe this is a good time to stock up on a little more ale - this trophy ought to hold plenty.

Well, one kitchen stop later, I'm back by the art room. Let's check out that vault. This combination on the back of the pass does the trick. It's a picture of the Holy Grail. Now I've learned whether the Grail glows or not! That narrows down the possibility to just one! Now I know what to look for when I have the chance. But first to find Dad.

It's back up to the third floor with my full trophy. Just as I thought, that blond Nazi can't hold his liquor - at least after five quarts. Just a little tap, and SPLAT! The bigger they are...

Some locked doors... I bet Dad's behind one of these. Ah, wires! This must be the one. Now where is *that* key?

Another Nazi! I'll just deck this one. Hey, he's tough! Ow! Boy, I barely made it. I hope there are no more lurking in corners.

Ah, here's the key, hanging from a candelabra. Odd place, but I'm not complaining. I'll just open the door with the wires, and... Dad! I was right! Let's get out of here. Around this corner and... oh. So they've finally gotten smart and issued guns. That must be the Colonel. I'll tell him what I think of him.

He took the Diary! So much for defiance.

This isn't much fun. Neither Dad nor I can move much, tied to these chairs. Hey, wasn't this the room with the suit of armor? If that axe is still loose, I may have an idea. I'll just pull these chairs over - whew, hard work. Ah, that looks like the right spot. I'm glad I left that mark on the carpet, or this would be a very exciting gamble. One kick to the armor, and we're free. This carving looks suspicious... as I thought, one of the oldest tricks in the book. Let's go to Iskenderun, Dad!

Berlin?!? But - OK, you win. Hop aboard this motorcycle.

A checkpoint... but this guard doesn't look too sure of himself. I'll try to bluff my way past. Don't insult me! Let's try the officer traveling undercover line. So, you think secrets are exciting? Let's keep this one between us.

Berlin. These Nazis just don't know how to treat a book. Better get Dad's diary back from Elsa. Oh no! It's the big one himself. Not so big, actually. He seems to want something from me. I'll hand him this pass. Hey, a signed pass! This could be useful.

On to the airport. We've got to get out of here. Come on, Dad, I know all about flying biplanes. Trust me.

Let's see. APU, tanks on, switch to main tanks, both magnetos, pump up the pressure, open the throttle, ignition! No sweat! We'll be in Iskenderun before you can say...

Messerschmidt! Get him, Dad! Good work! There's another! Uh oh...

They say any landing you can walk away from is a good one. I guess this one wasn't half bad. Come on Dad, can't rest all day. Good idea, let's take this blue car.

More checkpoints. But those guards don't waste much time when I show them the signed pass.

The Grail Temple! And Marcus! Come on, let's go!

Donovan! I never did trust that guy. Dad! Why, you... I guess I have to play by his rules - for now.

The first trial. But wait, these rocks look familiar. Dad's Diary - that X should be a spot just between those two rocks. I'll try to go there. Whoosh! Hey! Wow! That was a close call, but I'm through.

Look at all these letters. I'll just stick to the ones in the Name of God. I'm glad I remember how to spell it! I'd better hurry.

The Path of God. But no one could jump that. Have faith, I've got to have faith. I'll just walk straight across... nothing! But I made it!

The Knight! Alive after centuries. And all these Grails. But I know which is the right one now... I think. Better test it with this holy water... Ah, that's it!

Here you go, Dad. Yes, your quest is over. Elsa, wait! Don't... too late. But maybe I can save her. I'll look down this crevasse.

Elsa's gone, but I can see the Grail... maybe if I use my whip... yes! I've got it! But I've learned my lesson. Here, you've guarded it for seven centuries and more. Sorry about the mess.

Well, Dad, let's go. Dead Sea Scrolls? When will you learn to stop chasing myths and legends?

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